

**SYSTEM FOR TRANSMITTING LOCAL AREA NETWORK (LAN) DATA  
FRAMES THROUGH AN ASYNCHRONOUS TRANSFER MODE (ATM)  
CROSSBAR SWITCH**

**BACKGROUND OF THE INVENTION**

**1. Technical Field:**

The present invention relates in general to the transmission of data between local area networks (LANs) and in particular to a system for transmitting data between LANs through an asynchronous transfer mode (ATM) crossbar switch.

**2. Description of the Related Art:**

Today, asynchronous transfer mode (ATM) technology is improving at a rapid rate. Most research developments in this field are concentrated in high-speed ATM networks instead of LANs. Extremely high speed ATM switches are now readily available and are utilized for transferring data between LANs coupled to the ATM switch. The utilization of the ATM technology for switching LAN frames requires a transformation of each LAN frame by splitting the LAN frame into ATM frames. This is accomplished by encapsulating each LAN frame in the ATM adaptation layer (AAL) format.

The LAN frame is transformed into ATM data packets in the AAL format via a special module. The LAN frame is then transferred to the switch card for switching. Such a requirement results in two major drawbacks. Since the frame is converted into ATM cells, a header in each cell including protocol information (e.g., destination address) is required. A second drawback is that the transformation of the LAN frame into ATM cells and the encapsulation in the AAL format requires important and costly hardware and software.

Consequently, it would be desirable for a system and method of exchanging data between multiple LANs without the protocol information header and the utilization of costly hardware and software.

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## SUMMARY OF THE INVENTION

To overcome the foregoing and additional limitations in the prior art, the present invention provides an improved data transmission system including multiple local area networks (LANs) coupled by a hub that further includes multiple LAN adapters coupled to the LANs. The present invention further includes an asynchronous transfer mode (ATM) crossbar switch coupling all LAN adapters.

When at least one LAN requests transmission of LAN data frames to several destination LANs, the LAN data frames are converted into concatenated slots of an identical size and transmitted through the ATM crossbar switch. At least the requesting LAN adapter coupled to the LAN to transmit LAN data frame includes a serial communication controller (SCC) that further includes a means for converting the LAN data frame into serial data implemented as concatenated slots of the ATM cell size in the high-level data link control (HDLC) format before transmitting the serial data to the ATM crossbar switch. The SCC also includes a means for converting serial data implemented as concatenated ATM cells received from the ATM crossbar switch into a LAN data frame before transmitting the LAN data frame to the receiving LAN.

## BRIEF DESCRIPTION OF THE DRAWINGS

The novel features believed characteristic of the invention are set forth in the appended claims. The invention itself however, as well as a preferred mode of use, further objects and advantages thereof, will best be understood by reference to the following detailed description of an illustrative embodiment when read in conjunction with the accompanying drawings, wherein:

**Figure 1** illustrates block diagram of an exemplary data transmission system including four local area networks (LANs) coupled by a hub according to a preferred embodiment of the present invention;

**Figure 2** depicts a block diagram of an asynchronous transfer mode (ATM) crossbar switch utilized within the hub according to a preferred embodiment of the present invention;

**Figure 3** illustrates a diagram representing a set of main signals exchanged between the ATM crossbar switch illustrated in **Figure 2** and the LAN adapters according to the invention;

**Figure 4** depicts a block diagram of a LAN adapter within a data transmission system according to a preferred embodiment of the present invention; and

**Figure 5** illustrates a diagram representing a set of main signals exchanged in a LAN adapter according a preferred embodiment of the present invention.

## DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

With reference to the figures, and in particular, with reference to **Figure 1**, there is depicted a block diagram of a preferred embodiment of the present invention. Multiple local area networks (LAN) **10**, **12**, **14** and **16** are coupled by a hub **15**, which includes an asynchronous transfer mode (ATM) crossbar switch **18** and multiple LAN adapters **20**, **22**, **24** and **26**. LAN **10** is coupled to switch **18** via LAN adapter **20**, LAN **12** is coupled to switch **18** via LAN adapter **22**, LAN **14** is coupled to ATM switch **18** via LAN adapter **24**, and LAN **16** is coupled to ATM crossbar switch **18** via LAN adapter **26**.

Referring to **Figure 2**, there is illustrated an ATM crossbar switch **18** that includes a data switch module **30**, a scheduler **32**, multiple LAN adapter connectors **34** and **36** coupling multiple LANs to ATM crossbar switch **18**, and a clock generator **38** for supplying the clock and the synchronization to data switch module **30**, scheduler **32** and to LAN adapter connectors **34** and **36**.

Data switch module **30** includes a switching data block **40**, which is generally implemented as a passive switching matrix between data input signals from the LAN adapters to the switching matrix and data output signals from the switching matrix to the LAN adapters. Data switch module **30** also includes a control logic **42**, which decodes the configuration signals received from scheduler **32** to determine the data path connections and establishes the data path connection based on the synchronization signal received from clock generator **38**.

Scheduler **32** also includes an algorithm unit **46**, which determines the best data connection to establish each time a request is issued by a requesting LAN. Such a determination is based on the selection of the request amongst all requests received from the requesting LAN adapters that meets some predetermined criteria such as a

priority order, the selection of unicast/multicast, the selection between reserved bandwidth data and non-reserved bandwidth data or any other criteria defined by the user.

5           With reference to **Figure 3**, there is depicted a relationship between the signals at the interface between the ATM crossbar switch and LAN adapters. First, the data clock pulses are utilized to exchange the LAN frames between the adapters through the switch card. Fifty-three clock pulses determine the time slot to exchange fifty-three data bytes corresponding to the ATM cell size.

10           The SYNCHRO signal is a one clock pulse during the first data byte of each time slot. The REQ signal is active during the first two data bytes of a time slot. Then, the process occurs during the following fifty bytes of the slot. Finally, the grant (GNT) signal, when delivered for this REQ signal, is a one clock pulse during the  
15           fifty-third data byte of the slot. Thus, as depicted in **Figure 3**, a request **X** for transmitting **n** slots is received at the beginning of the slot. Only one slot of data **Z** resulting from the preceding request is transmitted during this slot, and the grant signal for **X** is received at the end of the slot. Then, the corresponding data are transmitted during the following **n** slots. Note that during the last slot of this  
20           sequence of **n** slots, a new request **Y** is received and granted for the transmission of the corresponding data during the subsequent slots.

25           The REQ signal generated by each LAN adapter requesting transmission of a frame to the switch card is a serially encoded signal during the first four bytes of a time slot and includes thirty-two bits which are sampled by a signal at the frequency of the data clock multiplied by sixteen. The first pair of data bytes of the REQ signal includes the routing destination address on sixteen bits, one bit per LAN adapter, and a bit set when the destination address corresponds to the associated LAN adapter. This encoding scheme allows either a point-to-point connection, a multicast

connection or a broadcast connection. The second pair of data bytes of the REQ signal contains the connection time on sixteen bits, or the number of time slots required to transmit the entire frame.

At each synchronization pulse, control logic **44** of scheduler **32** (as illustrated in **Figure 2**) stores the thirty-two bits included in the REQ signal from all LAN adapters. Then, algorithm unit **46** determines the best connection, sets the configuration data lines for switch module **30**, and activates the GNT signal to the selected LAN adapters. This new matrix switching state is latched into switching matrix **40** on the falling edge of the GNT signal by control logic **42** of switch module **30**.

Referring now to **Figure 4**, there is an illustration of the hardware architecture of a LAN adapter, including a LAN logic **50** for processing the exchange of data with the LAN, a general bus **52** for transferring data bytes, a switch logic **54** for processing the exchange of data with the switch card, a system bus logic **56** for processing the transfer of data in the LAN adapter, and an arbiter **58** for taking care of any bus contention for the requests that may be transferred from LAN controller **64** or serial communication controller (SCC) **68**.

LAN logic **50** includes a LAN connector **60** that couples the LAN adapter to the LAN through a LAN attachment cable and relays the transmit data signal (TD) and the receive data signal (RD). Also included in LAN logic **50** is analog circuitry **62** for converting the TTL logic signals to analog signals and analog signals to TTL logic signals. Analog circuitry **62** also provides specified network characteristics such as impedance, capacitance, crosstalk. LAN logic **50** also includes a LAN controller **64**, which, in response to receiving a frame from the LAN, synchronizes an internal receive clock circuitry during the seven preamble bytes, detects the LAN frame through the Start Frame Delimiter (SFD) byte, checks the data

integrity of the frame by computing/comparing the four Frame Check Sequence (FCS) bytes, removes the protocol information such as preamble bytes, SFD byte and FCS bytes, and deserializes the remaining incoming bits to provide data bytes at the parallel interface with bus **52**.

When transmitting data bytes from the parallel interface with bus **52** to the LAN, the LAN controller **64** serializes the incoming parallel bytes, generates the protocol information bytes, and computes and sends the FCS bytes.

In a preferred embodiment of the present invention, LAN controller **64** is a master device with an internal direct memory access (DMA) that controls the transfer of bytes on the parallel interface with bus **52**.

Switch logic **54** includes a switch connector **66**, a SCC **68** for both transmitting and serially receiving to/from the switch card through connector **66**, a control logic **70** for generating the request signal and synchronizing the timing between the switch card and the LAN adapter, and a clock multiplier **72** for providing control logic **70** with the transmit clock signal that generates the request signal at sixteen times the frequency of the data clock.

Connector **66** allows the connection of the LAN adapter to the switch card through a backplane and relays the request signal (REQ), the grant signal (GNT), the transmit data signal (DATA OUT), the receive data signal (DATA IN), the data clock signal (DATA CLK), and the synchronization signal (SYNCHRO).

When transmitting data bytes from the parallel interface to the switch card, the serial communication controller **68** generates a high-level data link control (HDLC) flag (one byte) to start a frame, serializes and sends the incoming parallel data bytes,



computes and sends the Frame Check Sequence (FCS) [two bytes] after the data bytes, and generates an HDLC flag (one byte) to end the frame.

When receiving an HDLC frame from the switch card, SCC **68** detects the incoming frame through the flag, checks the data integrity of the frame by computing/comparing the FCS, and deserializes the incoming bits to provide data bytes at the parallel interface.

In a preferred embodiment of the present invention, SCC **68** is a master device with an internal DMA that controls the transfer of bytes on the parallel interface.

System bus logic **56** includes a microcontroller **74** and a memory **76**. Microcontroller **74** includes a processing unit, a read-only storage (ROS) for storing the operational code, a random access memory (RAM) that operates like a cache memory and a programmable chip select for generating a memory chip select (**CS1**), a LAN controller chip select (**CS2**), a serial communication controller chip select (**CS3**) and a control logic chip select (**CS4**).

Memory **76** is divided in two independent areas, a LAN-to-switch area organized in a first section of 2K bytes buffers and a switch-to-LAN area organized in a second section of 2K bytes buffers.

It must be noted that general bus **52** includes a data bus, an address bus and control signals such as read, write, chip selects, interrupts, bus requests and bus acknowledges. The width of both the data bus and the address bus is not critical to the implementation of a preferred embodiment of the present invention.

Following a machine power-on or a reset, microcontroller **74** initializes the three main components of the LAN adapter: memory **76**, LAN controller **64** and

5 SCC 68, as illustrated in **Figure 4**. The initialization of LAN controller 64 includes setting up the receive DMA of the controller with the base address of the LAN-to-switch buffer no. 1 in memory 76. Initialization of SCC 68 also includes setting up the receive DMA of the SCC with the base address of the switch-to-LAN buffer no. 1 in memory 76.

10 Assuming that a frame is received from the network on the receive line TD of connector 60, this frame is converted into TTL logic by analog circuitry 62 and transferred to LAN controller 64. While the incoming bits are stored in an internal receive first-in, first-out (FIFO), the receive DMA of LAN controller 64 requests the use of general bus 52 to access arbiter 58 by activating the HOLD signal. When the general bus 52 is free, arbiter 58 activates the HLDA signal. From now on, the receive DMA of LAN controller 64 transfers the bytes of the frame from the FIFO of the LAN controller wherein they are stored into the LAN-to-switch buffer no. 1 in  
15 memory 76. When the entire frame is stored in the memory, LAN controller 64 activates its interrupt signal INT1.

20 When receiving the interrupt signal INT1, microcontroller 74 stops its current task to execute a LAN interrupt routine by reading the interrupt register of LAN controller 64 to determine the cause of the interruption, initializing the receive DMA of LAN controller 64 with the base address of the LAN-to-switch buffer no. 2 in memory 76 (At this time a new frame coming from the network can be received), reading the frame byte count and the destination address, and jumping to a switch interface routine.

25 When running the switch interface routine, microcontroller 74 determines the address of the destination LAN adapter using routing tables (it can be a unique address, a multicast address or a broadcast address), determines the Connection time (TC) by dividing the frame count by fifty-three, stores both the destination address

and the connection time in a parallel-to-series register located in control logic **70**, initializes the transmit DMA of SCC **68** with the base address of the LAN-to-switch buffer no. 1 in memory **76** and the byte count, and starts the transmit DMA of SCC **68**.

Then, the transmit DMA of SCC **68** requests the use of general bus **52** to access arbiter **58** by activating its HOLD signal. When the general bus is free, arbiter **58** activates the HLDA signal. At this time, SCC **68** activates its request-to-send line (RTS) to Control Logic **70** in order to transmit the frame to the switch card. When the Clear-to-send line (CTS) from Control Logic **70** is activated, the transmit DMA transfers the bytes from the LAN-to-switch buffer no. 1 of memory **76** into the switch card. These bytes are sent in an HDLC format to guarantee the data integrity through the backplane. When the LAN-to-switch no. 1 is empty, SCC **68** activates its interrupt line **INT 2**. It must be noted that the HDLC format uses a flag when the end of the frame is reached even if the last slot is less than fifty-three bytes, and does not require the use of padding bits to complete a fifty-three bytes cells as in the ATM procedure.

Control logic **70** synchronizes the timing of the different actions described above, such as outputting the destination address and the connection time on the request signal, getting the grant signal and setting up the CTS signal, with the timing of the switch card. This timing is illustrated in **Figure 5**.

When receiving the interrupt signal **INT2** from SCC **68**, microcontroller **74** stops its current task to execute a SCC interrupt routine by reading the interrupt register of SCC **68** to determine the cause of the interruption and releasing the LAN-to-switch buffer no. 1 in memory **76**.

Also, when SCC **68** detects the reception of a frame from the switch card, SCC **68** requests the use general bus **52** to access arbiter **58** by activating the HOLD line and stores the incoming bits in an internal receive FIFO. When the general bus is free, arbiter **58** activates a HLDA line to SCC **68**. From now on, the receive DMA of SCC **68** transfers the bytes of the frame from the FIFO of SCC **68** into the switch-to-LAN buffer no. 1 in memory **76**. When the entire frame is stored in memory **76**, SCC **68** activates its interrupt line **INT2**.

When receiving the interrupt signal **INT2**, microcontroller **74** stops the current task to execute the SCC interrupt routine by reading the interrupt register of SCC **68** to determine the cause of the interruption, initializing the receive DMA of SCC **68** with the base address of the switch-to-LAN buffer #2 of memory **76** (At this time a new frame coming from the switch card can be received), initializing the transmit DMA of LAN controller **64** with the base address of the switch-to-LAN buffer no. 1 of memory **76** and the byte count, and starting the transmit DMA of LAN controller **64**.

Then, the transmit DMA of SCC **68** requests the use of general bus **52** to access arbiter **58** by activating its HOLD line. When the general bus is free, arbiter **58** activates the HLDA line to SCC **68**. From now on, the transmit DMA of SCC **68** transfers the bytes of the frame from switch-to-LAN buffer no. 1 of memory **76** to the LAN. These bytes are transmitted serially through analog circuitry **62** onto the transmit line TD of connector **60**. When the entire frame is sent out, LAN Controller **64** activates the interrupt line **INT1** to microcontroller **74**.

When receiving the interrupt signal **INT1**, microcontroller **74** stops the current task to execute the LAN interrupt routine by performing the actions of reading the interrupt register of LAN Controller **64** to determine the cause of the interruption and releasing the switch-to-LAN buffer no. 1.